

**IN THE CLAIMS:**

Claim 1 (currently amended): A networked computer system for enabling a plurality of users to access a virtual reality environment and interact in ~~said~~ the virtual reality environment, ~~said~~ the system comprising:

data representing the virtual reality environment including static virtual reality data and dynamic virtual reality data wherein the static virtual reality data is object information representing virtual reality objects wherein the object information of the static virtual reality data represents any one of a three-dimensional model, a graphic texture, a sound, a program module and a script wherein the dynamic virtual reality data represents parameter values of exemplars of the virtual reality objects within the virtual reality environment wherein the parameter values represent geometric coordinates and describe a state of the exemplars of the virtual reality objects within the virtual reality environment;

a server host adapted to receive and store the data representing the virtual reality environment ~~and~~ wherein the server host is adapted to change, store and transmit ~~said~~ the dynamic virtual reality data representing the virtual reality environment wherein a host name of the server host has been assigned to the server host wherein the host name of the server host represents a network location of the server host wherein the server host is

accessible via the host name of the server host;

a plurality of servers adapted to store and transmit ~~said~~ the data representing the virtual reality environment and data representing the location of the server host wherein the data representing the network location of the server host identifies a network address of the server host wherein at least one of the plurality of servers communicates with the server host; and

a client host ~~adapted to communicate~~ communicating with at least one of the plurality of servers wherein the client host obtains the ~~to obtain said~~ data representing the location of the server host from at least one of the plurality of servers to locate to establish network communication with the server host, ~~and said~~ wherein the client host ~~adapted to receive said~~ requests and receives the network address of the server host from one of the servers by providing the host name representing the network location of the server host wherein the client host connects to the server host via the network address of the server and receives the dynamic virtual reality data from the server host wherein the client host identifies the static virtual reality data of the virtual reality environment from the dynamic virtual reality data received from the server host wherein the client host requests and receives the ~~and to receive said~~ static virtual reality data from one of the servers to access ~~said~~ the virtual reality environment wherein the client host activates the virtual reality environment

with the dynamic virtual reality data and the static virtual reality data.

Claim 2 (currently amended): The system of Claim 1, wherein at least one of the servers ~~includes~~ is a data server ~~for storing and transmitting said~~ which stores static virtual reality data and transmits the static virtual reality data to the client host.

Claim 3 (currently amended): The system of Claim 1, wherein the plurality of servers ~~include~~ has a plurality of session servers ~~for storing and transmitting~~ which store and transmit host informational data associated with the server host and the client host ~~to locate~~ wherein the client host and the server host are located via the informational data.

Claim 4 (currently amended): The system of Claim 3, wherein each of the session servers ~~include~~ has a database ~~for storing~~ which stores the host ~~updated~~ informational data wherein the server host accesses the host informational data via at least one of the plurality of servers.

Claim 5 (currently amended): The system of Claim 5 ~~1~~, wherein the plurality of servers ~~include~~ has a plurality of name servers ~~for storing and transmitting~~ which store and transmit server informational data associated with ~~a~~ the plurality of session servers and ~~a plurality of data servers~~ a plurality of data server wherein the client host accesses the server informational data via at least one of the plurality of servers.

Claim 6 (currently amended): The system of Claim 5, wherein the server informational data identifies ~~includes~~ a session server name of at least one of the plurality of session servers, a session server IP address of at least one of the plurality of session servers ~~and or~~ a session server status of at least one of the plurality of session servers ~~and routing information~~.

Claim 7 (currently amended): The system of Claim 1, ~~which includes~~ further comprising:

means for assigning access restrictions to the server host wherein the access restrictions prevent the client host from communicating with the server host.

Claim 8 (currently amended): The system of Claim 1, ~~which includes~~ further comprising:

means for registering the ~~client host and server host~~ with at least one of the plurality of session servers wherein the host is identified from the registration data provided by the host to the session server during host registration and stored at the session server as a part of host information data.

Claim 9 (currently amended): The system of Claim 1, wherein the virtual reality environment is ~~run~~ activated in an active mode between the client host and the server host wherein the dynamic virtual reality data is modified by the client host and transmitted to the server host.

Claim 10 (currently amended): The system of Claim 9, wherein the

client host and the server host establish a continuous network communication ~~with one another to facilitate~~ which facilitates interaction within ~~in~~ the virtual reality environment between ~~a user of~~ the server host and ~~a user of~~ the client host.

Claim 11 (currently amended): The system of Claim 9~~7~~ wherein the ~~server host and the client host transmit~~ dynamic virtual reality data ~~to each other~~ is communicated between the server host and the client host wherein the server host and the client host modify to ~~update~~ the virtual reality environment.

Claim 12 (currently amended): The system of Claim 11~~7~~ wherein the server host simultaneously functions as a server host and a client host relative to a plurality of different virtual reality environments.

Claim 13 (currently amended): The system of Claim 1~~7~~ wherein the virtual reality environment is ~~run~~ activated in a passive mode between the client host and the server host wherein the passive mode prevents the client host from modifying the dynamic virtual reality data at the server host.

Claim 14 (currently amended): The system of Claim 13~~7~~ wherein the server host transmits ~~dynamic data representing~~ a copy of the virtual reality environment ~~at a particular time~~ to the client host wherein the client host stores the copy of the virtual reality environment.

Claim 15 (currently amended): The system of Claim 14~~7~~ further

comprising:

~~wherein~~ a network communication between the client host and the server host which is discontinued after the ~~data representing~~ a copy of the virtual reality environment ~~at a particular time is~~ was transmitted to the client host.

Claim 16 (currently amended): A method for users to interact within a virtual reality environment, ~~said~~ the method comprising the steps of:

providing a plurality of hosts which are connected to a network wherein each of the plurality of hosts are accessed via the network wherein a host name is assigned to each of the plurality of hosts wherein the host name of each of the plurality of hosts identifies a network location of each of the plurality of hosts;

providing a plurality of ~~hosts and~~ servers interconnected with the plurality of hosts wherein at least one of the plurality of servers stores and transmits ~~store and transmit data including~~ host informational data, dynamic virtual reality data and static virtual reality data to each of the plurality of hosts via the network wherein the static virtual reality data is object information representing virtual reality objects wherein the object information of the static virtual reality data represents any one of a three-dimensional model, a graphic texture, a sound, a program module and a script wherein the dynamic virtual reality data represents parameter values of exemplars of the virtual reality objects within

the virtual reality environment wherein the parameter values represent geometric coordinates and describe a state of the exemplars of the virtual reality objects within the virtual reality environment wherein the information data identifies the host name assigned to each of the plurality of hosts;

identifying the location of ~~locating~~ each of the plurality of hosts via the host name assigned to each of the plurality of hosts wherein by ~~utilizing~~ the informational data is accessed with at least one of ~~from~~ the plurality of servers to determine the network location of each of the plurality of hosts; and

establishing a network communication between a server host and a client host of the plurality of hosts via the network wherein the server host stores the dynamic virtual reality data ~~to access the virtual reality environment wherein the server host at least one of the hosts acts as a~~ is a server to the client host wherein the client host is a client to the server host wherein the server host transmits the ~~host for transmitting~~ dynamic virtual reality data to ~~at least one other~~ the client host wherein the client host accesses the dynamic virtual reality data received from the server host and obtains the static virtual reality data which corresponds to the dynamic virtual reality data received from the server host from at least one of the plurality of servers.

Claim 17 (currently amended): The method of Claim 16, ~~which includes~~ further comprising the step of:

performing a plurality of computer applications within the virtual reality environment wherein the client host executes at least one of the plurality of computer applications within the virtual reality environment.

Claim 18 (currently amended): The method of Claim 16, ~~which includes~~ further comprising the step of:

creating and customizing a personal virtual reality environment wherein the server host modifies the dynamic virtual reality data to represent the personal virtual reality environment.

Claim 19 (currently amended): The method of Claim 18, wherein the personal virtual reality environment is a home or business environment wherein the personal virtual reality environment is accessible via the client host.

Claim 20 (currently amended): The method of Claim 16, ~~which includes~~ further comprising the step of:

establishing the network communication between the users within the virtual reality environment via the network wherein the users interact via the plurality of hosts.

Claim 21 (currently amended): The method of Claim 16, ~~which includes~~ further comprising the step of:

~~performing dynamic host roaming~~ identifying the network location of hosts temporarily redirected via dynamic host roaming wherein the host informational data of a redirected host is additionally stored at the roaming session server wherein the host



informational data stored at the host home session server has a network address of the roaming session server.

Claim 22 (currently amended): The method of Claim 16, ~~which includes~~ further comprising the step of:

~~performing host name aliasing~~ identifying the network location of hosts permanently moved via host name aliasing wherein the host informational data of a moved host is relocated to a host new home session server wherein the host informational data stored at a host old home session server has a network address of the new home session server.

Claim 23 (currently amended): The method of Claim 16, ~~wherein the locating step includes locating the hosts~~ further comprising the step of:

locating the server host in a follow user mode wherein the location of the server host is altered in the follow user mode wherein the server host name is identified by the name of the server host which a followed user is currently connected to from a client host.

Claim 24 (currently amended): The method of Claim 16, ~~wherein the locating step includes~~ further comprising the step of:

~~locating the hosts~~ server host in a visit user home mode wherein the location of the server host is identified by the host name.

Claim 25 (currently amended): The method of Claim 16, ~~wherein the~~

~~network communication includes~~ further comprising the step of:

establishing the network communication by multi-cast messaging  
wherein one of the plurality of servers communicates with the two  
or more of the plurality of hosts via the multi-cast messaging.

Claim 26 (currently amended): The method of Claim 16, ~~wherein the~~  
~~network communication step includes~~ further comprising the step of:

establishing the network communication by uni-cast messaging  
wherein each of the plurality of servers communicates with one of  
the plurality of hosts.

Claim 27 (currently amended): The method of Claim 16, wherein the  
~~hosts access~~ the client host accesses the virtual reality  
environment hosted at the server host in an active mode wherein the  
dynamic virtual reality data modified by the client host is  
transmitted over to and permanently stored at the server host.

Claim 28 (currently amended): The method of Claim 16, wherein the  
~~hosts access~~ the client host accesses the virtual reality  
environment hosted at the server host in a passive mode wherein the  
dynamic virtual reality data modified by the client host is not  
transmitted over to and kept unchangeable at the server host.

Claim 29 (currently amended): The method of Claim 16, ~~which~~  
~~includes~~ further comprising the step of:

registering the plurality of hosts and host owners ~~users~~ with  
at least one of a plurality of session servers wherein the host  
informational data is identified by registering the plurality of

hosts and host owners.

Claim 30 (currently amended): A method of registering a host and a ~~user~~ host owner within a virtual reality networked computer system, said method comprising the steps of:

establishing a network communication between a host and ~~a~~ at least one of a plurality of servers ~~server~~ via a network which is connected to the host and the plurality of servers;

issuing a registration request from the host to the plurality of servers wherein a network address of the host is identified in the registration request ~~the server;~~

transmitting the registration request to at least one other server via the network wherein the network address of the host is determined from the registration request;

determining ~~the~~ a home session server from the plurality of session servers wherein the home session server is determined from the network address of the host and the network address of each of the plurality of session servers wherein the home session server is nearest in location to the ~~registering host and user;~~

~~assigning unique identifiers to the host and the user;~~

transmitting host owner user informational data from the host ~~and user to the nearest located to the home session server wherein the host owner user information data may optionally comprise a unique user identifier of a registered user wherein the unique user identifier is indicative of a location of a primary host owned by~~

the registered user wherein the host being registered becomes a secondary host owned by the registered user;

assigning unique identifiers to the host and to the host owner user not yet registered with the system wherein the unique identifier identifies the home session server for the host and a numeric code of the host within a home session server local database; and

updating at least one database associated with the ~~nearest~~ located home session server with the host informational data wherein the home session server stores the host informational data and the unique host and owner user identifiers within the database.

Claim 31 (currently amended): The method of Claim 30, ~~which includes wherein the plurality of servers have transmitting the registration request from~~ a plurality of higher level name servers, ~~to~~ a plurality of lower level name servers and a plurality of session servers until wherein one of the plurality of the session server servers is located nearest to the ~~registering~~ host ~~is located by the registration request.~~

Claim 32 (currently amended): A method of locating a user and a host within a virtual reality networked computer system, ~~said the~~ method comprising the steps of:

issuing a location request from a first host to a first low level server wherein the first host is connected to the low level server via a network wherein the low level server is representative

of a first geographical region;

transmitting the location request from the low level server to at least one upper level server which is representative of a second geographical region wherein the second geographical region is a larger geographical region than the first geographical region wherein the first host is connected to at least one upper level server via the network;

transmitting the location request from ~~said~~ at least one upper level server to a plurality of ~~other~~ second lower level servers which are connected to a plurality of second hosts wherein each of the plurality of second hosts have a host name until the name of one of the plurality of second hosts corresponds to the location request of the first host ~~another host having a host name associated with the location request is located;~~

establishing a network communication between the first host and the one of the plural of second hosts ~~said hosts;~~

determining a location of the users wherein the location of the users is identified in the location request; and

establishing a network communication with the users via the first host and the plurality of second hosts ~~associated with users.~~

Claim 33 (currently amended): The method of Claim 32, ~~which includes~~ further comprising the step of:

activating the network communication in a visit user home mode which locates ~~locating~~ ~~the hosts~~ first host and the plurality of

second hosts in ~~a~~ the visit user home mode.

Claim 34 (currently amended): The method of Claim 32, ~~wherein~~  
further comprising the step of:

~~determining the location of the users includes determining~~  
~~activating the network communication in a follow user mode wherein~~  
the location of the user is determined in ~~a~~ the follow user mode.

Claim 35 (currently amended): A method of operating a virtual  
reality environment in an active mode within a networked computer  
system, ~~said~~ the method comprising the steps of:

establishing a network communication between a client host and  
server host via a plurality of servers and a network wherein each  
of the plurality of servers communicates ~~associated~~ with the client  
~~hosts~~ host and the server ~~hosts~~ host;

activating data representative of the virtual reality  
environment ~~associated~~ with the server host wherein the data  
representative of the virtual reality environment has static  
virtual reality data and dynamic virtual reality data wherein the  
static virtual reality data is object information representing  
virtual reality objects wherein the object information of the  
static virtual reality data represents any one of a three-  
dimensional model, a graphic texture, a sound, a program module and  
a script wherein the dynamic virtual reality data represents  
parameter values of exemplars of the virtual reality objects within  
the virtual reality environment wherein the parameter values

represent geometric coordinates and describe a state of the exemplars of the virtual reality objects within the virtual reality environment;

transmitting the dynamic virtual reality environment data ~~representing the virtual reality environment~~ from the server host to the client host via the network;

interacting between the client host and the server host within the virtual reality environment wherein the client host activates and maintains data representative of the virtual reality environment identical to the data representative of the virtual reality environment activated with the server host; and

~~continuing~~ maintaining the network communication between the client host and the server host wherein the network communication between the client host and the server host is continuous and uninterrupted as the client host obtains the static virtual reality data.

Claim 36 (currently amended): The method of Claim 35, wherein the client host and the server host simultaneously function as both a client host and a server host relative to a plurality of different virtual reality environments.

Claim 37 (currently amended): The method of Claim 35, ~~wherein the activating and transmitting steps further include~~ further comprising the step of:

activating ~~and transmitting~~ the static virtual reality and the

dynamic virtual reality data representing the virtual reality environment in a stealth mode wherein no user interacts with the virtual reality environment via server host local terminal wherein the user may view a plurality of different virtual reality environments activated in the stealth mode via virtual displays located within the current active environment.

Claim 38 (currently amended): The method of Claim 35, ~~which includes the step of~~ wherein the virtual reality environment operated in active mode is a current active environment with server host wherein the user interacts with the current virtual reality environment via the server host local terminal.

~~activating the transmitted data representing the virtual reality environment in a current active mode.~~

Claim 39 (currently amended): A method of operating a virtual reality environment within a networked computer system in a passive mode, ~~said~~ the method comprising the steps of:

establishing a network communication between a first client host and a server host via a plurality of servers and a network which is attached to the first client host, the server host and the plurality of servers ~~associated with the client host and the server host~~ wherein the server host stores data representative of the virtual reality environment which has static virtual reality data and dynamic virtual reality data wherein the static virtual reality data is object information representing virtual reality objects



wherein the object information of the static virtual reality data represents any one of a three-dimensional model, a graphic texture, a sound, a program module and a script wherein the dynamic virtual reality data represents parameter values of exemplars of the virtual reality objects within the virtual reality environment wherein the parameter values represent geometric coordinates and describe a state of the exemplars of the virtual reality objects within the virtual reality environment;

transmitting a copy of the dynamic virtual reality data ~~representing a copy of the virtual reality environment~~ from the server host to the first client host via the network communication;

discontinuing the network communication between the first client host and the server host; and

activating the ~~transmitted data representing a copy of the virtual reality environment at~~ data representative of the virtual reality environment with the first client host wherein the first client host obtains the static virtual reality data corresponding to the dynamic virtual reality data from at least one of the plurality of the data servers.

Claim 40 (currently amended): The method of Claim 39, ~~which includes~~ further comprising the step of:

creating a user group by establishing a network communication between the first client host and ~~an additional other client hosts~~ the second host wherein the second host obtains the ~~that each~~

~~include data representing a copy of the dynamic virtual reality environment data wherein the second host obtains the static virtual reality data corresponding to the dynamic virtual reality data from at least one of the plurality of the data servers.~~

Claim 41 (currently amended): A method of temporarily relocating a host within a virtual reality networked computer system wherein the host is located at a first location, ~~said~~ the method comprising the steps of:

establishing a network communication between the host and a home session server ~~associated with~~ wherein the home session server is assigned to the host wherein the home session server is located at a second location;

calculating a first logical distance between the host and the home session server from the first location of the host and the second location of the home session server;

calculating a second logical distance between the host and one of a plurality of session servers in geographic proximity to the host wherein one of the plurality of session servers is located at a third location wherein the second logical distance is determined from the first location of the host and the third location of one of the plurality of session servers;

redirecting the host to one of the plurality of session servers ~~the session server other than the home session server~~ if the first logical distance between the host and the home session

server is greater than the second logical distance of ~~at least one~~ of the plurality of session servers in network proximity to the host wherein the network communication is established between the host and one of the plurality of session servers; and

updating the home session server with informational data wherein the informational data identifies the one of the plurality of session servers which is connected to ~~associated with~~ ~~redirecting the host via the network communication hosts.~~

Claim 42 (currently amended): A method of permanently relocating a host within a virtual reality networked computer system, the said method comprising the steps of:

establishing a network communication between a host and a first home session server ~~associated with~~ assigned to the host via a network wherein the host communicates with the home session server via the network communication wherein the first session server is a home session server to the host wherein a first logical distance separates the host and the first session server;

moving the host to ~~the~~ a second session server wherein the network is expanded to include the second session server wherein a second logical distance separates the second session server and the host wherein the second logical distance is less than the first logical distance ~~other than home session server during a network expansion~~; and

updating the first home session server with informational data

wherein the informational data identifies the second session server and the second logical distance between the host and the second session server wherein the second session server is assigned as the home session server for the host ~~associated with moving the host.~~

Claim 43 (currently amended): A method of teleporting a plurality of users between a plurality of virtual reality environments wherein each of the users has a host for accessing the plurality of virtual reality environments, ~~said the~~ method comprising the steps of:

creating a user group of at least two hosts of the plurality of users wherein the user group interacts within a first ~~associated with a departure~~ virtual reality environment wherein a first host initiates creation of the user group within the first virtual reality environment wherein a teleporter is activated by one of the hosts from the user group containing at least one user;

establishing a continuous network communication between each ~~of the hosts associated with~~ of the hosts of the user group wherein the continuous network communication between each of the hosts of the user group is uninterrupted during activation of the teleporter;

identifying a ~~destination~~ second virtual reality environment wherein the user group is transferred to the second virtual reality environment via the teleporter;

transmitting data representing the ~~destination~~ second virtual

reality environment from a server host to each of the hosts of the user group wherein the second virtual reality environment is activated by the data; and

establishing a network connection between the server host and each of the hosts of the user group within the ~~destination~~ second virtual reality environment.

Claim 44 (currently amended): The method of Claim 43, ~~which includes~~ further comprising the steps of:

causing each of the ~~users~~ host user avatars of the user group to access ~~a~~ the teleporter via an entry point and a corresponding entry point clone ~~each associated with the departure~~ located within the first virtual reality environment; and

establishing the continuous network communication between ~~the~~ each of the hosts of the user group wherein each of the host user avatars is located within the teleporter.

Claim 45 (currently amended): A host computer for accessing a networked virtual reality environment from a server, ~~said the~~ host computer comprising:

a data storage device storing ~~which is adapted to store~~ first data representing the virtual reality environment and second data representing a program code for accessing and displaying wherein the program code accesses and displays the virtual reality environment, ~~said~~ wherein the first data has static virtual reality data and dynamic virtual reality data wherein the static virtual

reality data is object information representing virtual reality  
objects wherein the object information of the static virtual  
reality data represents any one of a three-dimensional model, a  
graphic texture, a sound, a program module and a script wherein the  
dynamic virtual reality data represents parameter values of  
exemplars of the virtual reality objects within the virtual reality  
environment wherein the parameter values represent geometric  
coordinates and describe a state of the exemplars of the virtual  
reality objects within the virtual reality environment wherein the  
program code ~~including~~ has means for storing the first data  
representing the virtual reality environment, ~~means for executing~~  
~~a plurality of commands to activate the virtual reality~~  
~~environment, means for running the virtual reality environment once~~  
~~activated,~~ wherein the host computer activates the dynamic virtual  
reality data and obtains a first portion of the static virtual  
reality data from the server and a second portion of the static  
virtual reality data from the data storage device of the host  
computer and means for enabling the host computer to establish  
network communications with at least one other host computer within  
the virtual reality environment;

a display device;

a user input device;

a network communication device; and

a processor connected to ~~said~~ the data storage device, the

display device, ~~the~~ and user input device and the network communication device.

Claim 46 (currently amended): The host computer of Claim 45, wherein the dynamic virtual reality data representing the virtual reality environment is modified and stored by the host computer ~~includes static virtual reality data and dynamic virtual reality data.~~

Claim 47 (currently amended): The host computer of Claim 46, ~~wherein the program code includes~~ further comprising:

means for enabling the host computer to establish network communications with a ~~data~~ server to receive the static virtual reality data.

Claim 48 (currently amended): The host computer of Claim 45, ~~wherein the host computer establishes network communication with the at least one other host via a session server associated with the host computer~~ further comprising:

a session server assigned to the host computer wherein the host communicates with at least one other host via the session server.

Claim 49 (currently amended): A computer program product on a media that is stored on a host computer for accessing a networked virtual reality environment, ~~said~~ the computer program product comprising:

computer readable code means for storing data representing the virtual reality environment wherein the data has static virtual

reality data and dynamic virtual reality data wherein the static virtual reality data is object information representing virtual reality objects wherein the object information of the static virtual reality data represents any one of a three-dimensional model, a graphic texture, a sound, a program module and a script wherein the dynamic virtual reality data represents parameter values of exemplars of the virtual reality objects within the virtual reality environment wherein the parameter values represent geometric coordinates and describe a state of the exemplars of the virtual reality objects within the virtual reality environment;

computer readable code means for executing a plurality of commands to activate the dynamic virtual reality environment data wherein the computer readable code means identifies the static virtual reality data necessary to activate the virtual reality environment from the dynamic virtual reality data;

computer readable code means for running the virtual reality environment wherein the computer readable code means obtains the static virtual reality data and activates the virtual reality environment with the static virtual reality data and the dynamic virtual reality data once activated; and

computer readable code means for enabling the host computer to establish a network communication with at least one other host computer for accessing the data representing the virtual reality environment from at least one other host computer.



Claim 50 (currently amended): The computer program product of Claim 49, wherein the data representing the virtual reality environment is stored by the host computer ~~includes static virtual reality data, dynamic virtual reality data and combinations thereof.~~

Claim 51 (currently amended): The computer program product of Claim 50, ~~which includes computer~~ further comprising:

readable code means for enabling the host computer to establish network communication with a data server to receive the static virtual reality data.

Claim 52 (currently amended): The computer program product of Claim 49, wherein the host computer establishes network communication with the other hosts via a session server ~~associated with~~ which is assigned to the host computer.

Claim 53 (currently amended): A data server for facilitating network communication between a plurality of hosts within a virtual reality environment, ~~said~~ the data server comprising:

means for storing the static virtual reality data representing the virtual reality environment wherein the static virtual reality data is object information representing virtual reality objects wherein the object information of the static virtual reality data represents any one of a three-dimensional model, a graphic texture, a sound, a program module and a script; and

means for transmitting the static virtual reality data representing the virtual reality environment to a first host

computer which receives the virtual reality data to establish a networked communication session with ~~a plurality of other hosts~~ one or more second host computers within the virtual reality environment.

Claim 54 (canceled)

Claim 55 (currently amended): The data server of Claim 53~~7~~ wherein the host computer receives the static virtual reality data representing the virtual reality environment in a single transmission from the data server.

Claim 56 (currently amended): A session server for facilitating network communication between a plurality of hosts within a virtual reality environment, said session server comprising:

means for transmitting dynamic data representing the virtual reality environment between the plurality of hosts via the session server wherein the session server connects to each of the plurality of hosts; and

means for storing and transmitting informational data to locate each of the plurality of hosts wherein the informational data identifies a network location of each of the plurality of hosts wherein the session server is assigned to each of the plurality of hosts.

Claim 57 (currently amended): The session server of Claim 56~~7~~ which includes means for transmitting the dynamic data to the plurality of hosts by performing multi-cast messaging between the plurality

of hosts wherein each of the plurality of hosts receives the dynamic data from the session server via the multi-cast messaging.

Claim 58 (currently amended): The session server of Claim 56, which includes means for transmitting the dynamic data to the plurality of hosts by performing uni-cast messaging between the session server and the plurality of hosts wherein at least one of the plurality of hosts receives the dynamic data from the session server via the uni-cast messaging.

Claim 59 (currently amended): The session server of Claim 56, ~~which includes~~ further comprising:

means for registering each of the plurality of hosts with the session server wherein the informational data of each of the plurality of hosts is stored by the session server.

Claim 60 (currently amended): A networked computer system having a plurality of hosts each capable of communicating within a virtual reality environment, ~~said the~~ networked computer system comprising:

a server host ~~including~~ having means for activating data representing one or more virtual reality environments wherein the static virtual reality data is object information representing virtual reality objects wherein the object information of the static virtual reality data represents any one of a three-dimensional model, a graphic texture, a sound, a program module and a script wherein the dynamic virtual reality data represents parameter values of exemplars of the virtual reality objects within

the virtual reality environment wherein the parameter values represent geometric coordinates and describe a state of the exemplars of the virtual reality objects within the virtual reality environment wherein the dynamic virtual reality data is stored by the server host;

a data server connected to the server host wherein the static virtual reality data is stored by the data server; and

a client host ~~capable of accessing~~ that accesses one or more of the virtual reality environments ~~associated with~~ via the server host, ~~the client host wherein the client host has including~~ means for receiving the dynamic virtual reality data ~~representing the virtual reality environment~~ from the server host via a session server ~~associated with~~ assigned to the client host and means for receiving static data representing the virtual reality environment from ~~a~~ the data server ~~that stores the static data.~~

Claim 61 (canceled)